a camera selector operable to select one of the identified cameras as a selected camera in dependence upon the determined differences;

an object representation selector operable to select the representation of the object generated from the selected camera as a selected representation; and

a renderer operable to generate image data by rendering an image of the three-dimensional computer model in accordance with the user-selected viewing direction, in which texture data based on input image data from the selected camera is rendered onto the selected representation of the object.

C4 Cont

REMARKS

Claims 203, 213, 246 and 251 are presented herein. Claims 203, 213, 246 and 251 have been amended to correct typographical errors. No new matter has been added. Reconsideration of the present claims is expressly requested.

Also, on further review, Applicants believe that certain of their remarks presented in the Amendment might be open to misunderstanding. Specifically, in that Amendment, at page 26, it was stated:

> "One important feature of processing image data according to Claim 191 is that the user can select one of the cameras with superior image data quality from which to render an image of a three-dimensional computer model."

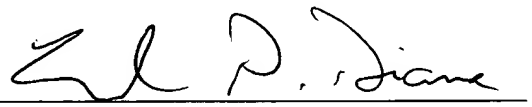
As noted in the Amendment, one important feature of processing image data according to Claim 191 is that the user can define a viewing direction in accordance with which an image of the three-dimensional computer model will be rendered. Claim 191 does not, however, recite that the *user* actually selects among identified cameras, but only recites the

user selecting a viewing direction. On the basis of that direction, the identified cameras are identified, and one of them is selected based on a predetermined characteristic, but Claim 191 is not limited to the user setting either the characteristic, or even the cone within which a camera's viewing direction must fall to be identified.

In view of the foregoing additional amendments and remarks, Applicants again respectfully request favorable reconsideration and early passage to issue of the present application.

Applicants' undersigned attorney may be reached in our New York office by telephone at (212) 218-2100. All correspondence should continue to be directed to our below listed address.

Respectfully submitted,



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VERSION WITH MARKINGS TO SHOW CHANGES MADE TO CLAIMS

203. (Twice Amended) An image processing apparatus for processing image data defining a plurality of sequences of images, each from a respective camera, of an object moving in a scene to produce signals defining a representation of the object in a three-dimensional computer model, and to generate image data by rendering an image of the three-dimensional computer model in accordance with a user-selected viewing direction, the apparatus comprising:

means for receiving data defining a user-selected viewing direction;

means for calculating the respective angle between the user-selected viewing direction and the respective viewing direction of each camera;

means for identifying the cameras having a viewing direction within a predetermined angle of the user-selected viewing direction as identified cameras;

means for comparing at least one camera characteristic affecting image data quality for each identified camera to determine differences therebetween;

means for selecting one of the identified cameras as a selected camera in dependence upon the determined differences;

means for processing input image data from [camera to define a the selected representation of each] ] <u>the selected camera to define a representation of</u> the object in the three-dimensional computer model; and

means for generating image data by rendering an image of the three-dimensional computer model in accordance with the user-selected viewing direction, in which texture data

based on input image data from the selected camera is rendered onto the representation of the object.

213. (Twice Amended) A signal conveying instructions for causing a programmable processing apparatus to become operable to perform a method according to any of claims 191, 201, 202 and 249.

246. (Twice Amended) An image processing apparatus for processing image data defining a plurality of sequences of images, each from a respective camera, of an object moving in a scene to produce signals defining a representation of the object in a three-dimensional computer model, and to generate image data by rendering an image of the three-dimensional computer model in accordance with a user-selected viewing direction, the apparatus comprising:

a data receiver for receiving data defining a user-selected viewing direction;

an angle calculator operable to calculate the respective angle between the user-selected viewing direction and the respective viewing direction of each camera;

a camera identifier operable to identify the cameras having a viewing direction [with] within a predetermined angle of the user-selected viewing direction as identified cameras;

a camera characteristic comparer operable to compare at least one camera characteristic affecting image data quality for each identified camera to determine differences therebetween;

a camera selector operable to select one of the identified cameras as a selected camera in dependence upon the determined differences;

an object representation generator for processing input image data from [camera to define a the selected] the selected camera to define the selected representation of the object in the three-dimensional computer model; and

a renderer for generating image data by rendering an image of the three-dimensional computer model in accordance with the user-selected viewing direction, in which texture data based on input image data from the selected camera is rendered onto the representation of each object.

251. (Amended) An image processing apparatus for processing image data defining a plurality of sequences of images, each from a respective camera, of an object moving in a scene to produce signals defining a representation of the object in a three-dimensional computer model, and to generate image data by rendering an image of the three-dimensional computer model in accordance with a user-selected viewing direction, the apparatus comprising:

an object representation generator operable to process input image data from each respective camera to define a respective representation of the object in the three-dimensional computer model;

a data receiver for receiving data defining a user-selected viewing direction;

an angle calculator operable to [calculating] calculate the respective angle between the user-selected viewing direction and the respective viewing direction of each camera;

a camera identifier operable to identify the cameras having a viewing direction within a predetermined angle of the user-selected viewing direction as identified cameras;

a camera characteristic comparer operable to compare at least one camera characteristic affecting the image data quality for each identified camera to determine differences therebetween;

a camera selector operable to select one of the identified cameras as a selected camera in dependence upon the determined differences;

an object representation selector operable to select the representation of the object generated from the selected camera as a selected representation; and

a renderer operable to generate image data by rendering an image of the three-dimensional computer model in accordance with the user-selected viewing direction, in which texture data based on input image data from the selected camera is rendered onto the selected representation of the object.

VERSION WITH MARKINGS TO SHOW CHANGES MADE TO REMARKS

Page 26, second paragraph. (Amended) One important feature of processing image data according to Claim 191 is that the user can [select one of the cameras with superior image data quality from which to render an image of a three-dimensional computer model] define a viewing direction in accordance with which an image of the three-dimensional computer model will be rendered.